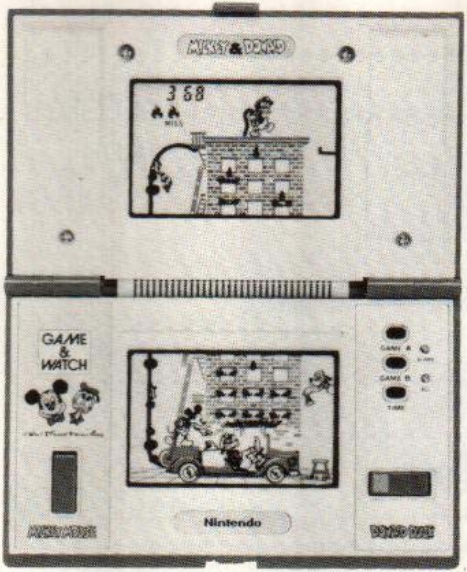

GAME & WATCH™ MULTI SCREEN

MICKEY & DONALD

(DM-53)

INSTRUCTION

Nintendo®

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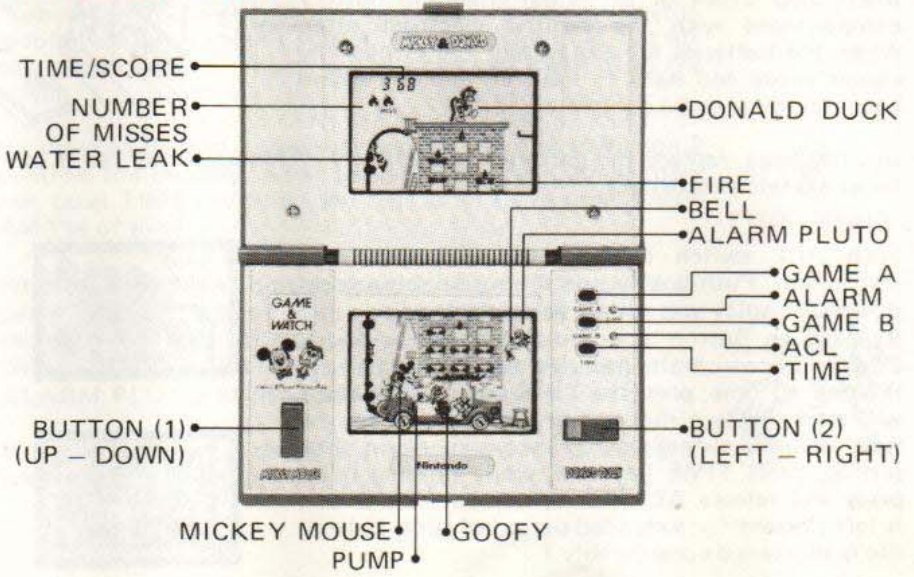
http://www.replacementdocs.com

CONTENTS

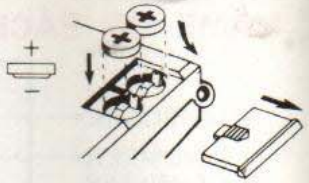
	PAGE
NAME OF THE PARTS	1
BATTERIES · TIME SET	2
ALARM SET	3
HOW TO PLAY	4~7
THE OPERATION OF CONTROL BUTTONS	8 ~ 9
CAUTIONS	10 ~ 11
SPECIFICATIONS	12

NAME OF EACH PART



INSERTING THE BATTERIES

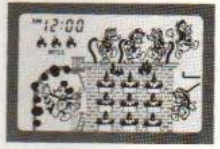
Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop. When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes lower or be completely lost.



In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold the point down. A display will appear as illustrated.
By pressing Button 1, you will control the hours. Button 2 controls the minutes. When you have set the desired time, press the TIME key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch. (If ACL switch is left pressed for extended period of time, battery life is shortened considerably.)



ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. Bell mark should appear. (If bell mark does not appear, push again.) Alarm is set when bell mark is on the screen.

By pressing Button 1 you will control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the time as an alarm time. Check AM/PM of time.

When pre-set alarm time is reached, ALARM PLUTO appears swinging a hand bell. Alarm rings for about one minute. To turn off manually, press TIME key.
(When GAME & WATCH is in game mode at alarm time, ALARM PLUTO swings a bell without sound.)

Push TIME key to check the alarm time. It is indicated while the key is depressed.

HOW TO PLAY

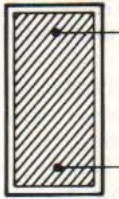
A building is on fire. Donald Duck is on the roof trying to put out the fire as it climbs up the building.
Goofy is working the water pump, but if Mickey does not keep after him, Goofy goofs off. The hose is patched in two places. When a big volume of water is pumped through the hose, the patches leak. Operate the controls so that Mickey, Goofy and Donald put out the fire.

(Screen)

The game is played on two screens. The fire climbs from the lower screen to the upper. Donald pours water on the fire from the roof on the top screen, and it flows down to the lower screen.

(Control Button)

1) BUTTON 1



- Press the top part and Mickey climbs the ladder.
- Press the bottom part and Mickey descends the ladder.

2) BUTTON 2

- Press left side and Donald moves left.
- Press right side and Donald moves right.

(The Beginning of The Game)

Press the Game key A or B, and highest previous score in Game A or B will be displayed. When key is released, game starts.

* Pressing ACL switch or removing batteries erases high score from memory.
* A game is not interrupted even if TIME key or other game key is depressed during game playing.
* Game A is for beginners and average players. Game B is for the pros. In Game B, it requires more coordination, technique and timing.

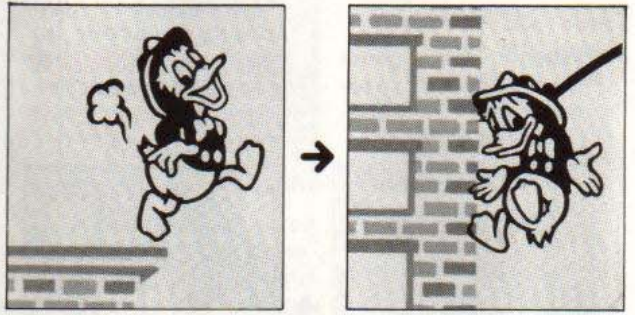
(Points)

One point is scored for every fire ball that Donald puts out. When all the fire is put out, 15 extra points are awarded.

(Misses)

When fire reaches the roof, it burns Donald's tail. One miss is scored. 3 Misses and game ends.

* A water leak is not a miss. But when the hose is leaking, Donald does not get any water on the roof and can not fight the fire. Operate Mickey to plug up the leak and prevent misses from happening on the roof.



(Bonus)

When the score reaches 300 points, all misses are canceled. If there are no misses when a 300 score is reached, game goes into CHANCE TIME. Score flashes and all points are awarded at double value until a Miss is scored or water leaks from the hose.

THE OPERATION OF CONTROL BUTTONS

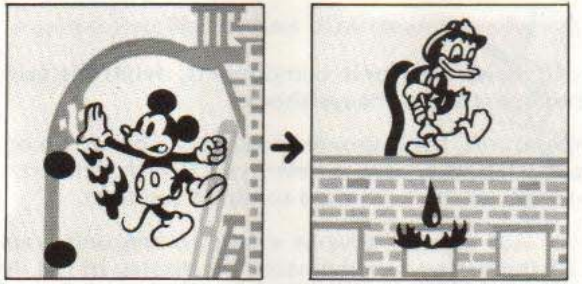
When the game starts, Goofy automatically starts pumping water.

Mickey has to keep ordering Goofy to work, otherwise Goofy slows down. And the water slows down.

When a big volume of water passes through the hose, the patches can spring a leak. Operate Mickey to prevent leaks.

Lower

Upper



If a leak occurs, water supply to the roof stops. Operate Mickey to plug up the leak and restore Donald's water supply.

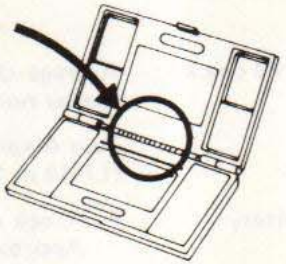
Fire climbs in three columns. Operate Donald left and right to the column with the fire. One drop of water puts out one ball of fire.

When all the fires are put out, one game cycle is over. Minnie Mouse comes out and hugs Mickey. The game continues.

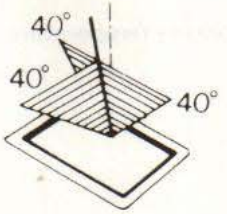
CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Wipe any dust with a soft dry cloth.
7. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
8. The liquid crystal may be difficult to look at depending upon the angle. The best angle at which to look is as illustrated in the figure.

9. Avoid damaging the part in circle.



10. Do not force screen open beyond intended limit. (This body does not open full 180°.)
11. Screen angle is made for best viewing.



SPECIFICATIONS

Accuracy of the clock	:	Average daily differential within ±3 secs. (under normal temperature)
Battery	:	Two Alkali-Manganese batteries (LR44 or SR44)
Life of the battery	:	For clock display Approx. 6 months on LR44 Approx. 12 months on SR44 For one-hour-game a day Approx. 6 months on LR44
Working temperature	:	10°C to 40°C (50°F to 104°F)

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